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1 A low-complexity multiuser detector for up-link CDMA QPSK mobile radio
communications
E. Del Re, R. Fantacci, S. Morosi, G. Vivaldi
December   Wireless Networks,   Volume 5 Issue 6
1999
Publisher: Kluwer Academic Publishers
Full text available: pdf(123.82
KB)   Additional Information: full citation, references, cited by, index terms

2 An architecture for packet-striping protocols

Adiseshu Hari, George Varghese, Guru Parulkar
November   ACM Transactions on Computer Systems (TOCS),   Volume 17 Issue 4
1999
Publisher: ACM

Full text available: pdf(220.97 KB)   Additional Information: full citation, abstract, references, index terms, review

Link-striping algorithms are often used to overcome transmission bottlenecks in computer networks. Traditional striping algorithms suffer from two major disadvantages. They provide inadequate load sharing in the presence of variable-length packets, and ...

Keywords: causal fair queuing, fair queuing, load sharing, multilink PPP, packet striping, stripe protocol, striping

3 Source-oriented topology aggregation with multiple QoS parameters in hierarchical networks

Turgay Korkmaz, Marwan Krunz
October   ACM Transactions on Modeling and Computer Simulation (TOMACS),
2000   Volume 10 Issue 4
Publisher: ACM

Full text available: pdf(290.72 KB)   Additional Information: full citation, abstract, references, cited by, index terms, review

In this paper, we investigate the problem of topology aggregation (TA) for scalable, QoS-based routing in hierarchical networks. TA is the process of summarizing the topological information of a subset of network elements. This summary is flooded throughout ...

Keywords: ATM networks, PNNI, QoS-based routing, scalable routing, topology aggregation

4 Data consistency in a large-scale runtime infrastructure

Buquan Liu, Huaimin Wang, Yiping Yao
December   WSC '05: Proceedings of the 37th conference on Winter simulation
2005
Publisher: Winter Simulation Conference

Full text available: pdf(322.56 KB)   Additional Information: full citation, abstract, references, cited by

In order to support large-scale distributed simulation, we have developed a RTI called StarLink+ with particular architecture which is compliant with IEEE 1516. StarLink+ is composed of a Central RTI server and multiple Local RTI servers. Each Local ...

5 Energy Efficiency of the IEEE 802.15.4 Standard in Dense Wireless Microsensor Networks: Modeling and Improvement Perspectives

Bruno Bougard, Francky Catthoor, Denis C. Daly, Anantha Chandrakasan, Wim Dehaene

March 2005   DATE '05: Proceedings of the conference on Design, Automation and Test in Europe - Volume 1,   Volume 1

Publisher: IEEE Computer Society

Full text available: pdf(429.43 KB)   Additional Information: full citation, abstract, cited by, index terms

Wireless microsensor networks, which have been the topic of intensive research in recent years, are now emerging in industrial applications. An important milestone in this transition has been the release of the IEEE 802.15.4 standard that specifies interoperable ...

6 Simulation using software agents I: linking spatially explicit parallel continuous and discrete models

Boleslaw K. Szymanski, Gilbert Chen

December 2000   WSC '00: Proceedings of the 32nd conference on Winter simulation

Publisher: Society for Computer Simulation International

Full text available: pdf(223.71 KB)   Additional Information: full citation, abstract, references

This paper advocates the use of mobile agents for linking simulations running on different computers. A Mobile Component approach is proposed to enhance reusability of existing simulations and to improve efficiency of component based simulations of complex ...

7 Hardware/software partitioning of VHDL system specifications

P. Eles, K. Kuchcinski, Z. Peng, A. Doboli

September 1996   EURO-DAC '96/ EURO-VHDL '96: Proceedings of the conference on European design automation

Publisher: IEEE Computer Society Press

Full text available: pdf(63.34 KB)   Additional Information: full citation, references, cited by, index terms

8 Verification of embedded systems using a petri net based representation

Luis Alejandro Cortés, Petru Eles, Zebo Peng
September   ISSS '00: Proceedings of the 13th international symposium on System
2000   synthesis
Publisher: IEEE Computer Society

Full text available: pdf(99.66   Additional Information: full citation, abstract, references, cited by
KB)

The ever increasing complexity of embedded systems consisting of hardware and
software components poses a challenge in verifying their correctness. New
verification methods that overcome the limitations of traditional techniques and, at
the same time, ...

9 Computing global virtual time in shared-memory multiprocessors

Richard M. Fujimoto, Maria Hybinette
October   ACM Transactions on Modeling and Computer Simulation (TOMACS),
1997   Volume 7 Issue 4
Publisher: ACM

Full text available: pdf(135.72   Additional Information: full citation, abstract, references, cited by,
KB)   index terms, review

Global virtual time (GVT) is used in the Time Warp synchronization mechanism to
perform irrevocable operations such as I/O and to reclaim storage. Most existing
algorithms for computing GVT assume a message-passing programming model.
Here, GVT computation ...

10 Ontology support for web service processes

C. Pahl, M. Casey
September   ACM SIGSOFT Software Engineering Notes,   Volume 28 Issue 5
2003
Publisher: ACM

Full text available: pdf(200.99   Additional Information: full citation, abstract, references, cited by,
KB)   index terms

Web Services are software services that can be advertised by providers and deployed
by customers using Web technologies. This concept is currently carried further to
address Web service choreography. Choreography refers to the composition of
individual ...

Keywords: ontologies, service choreography, web services

11 Contextual prototyping of user interfaces

Chris Stary
August 2000   DIS '00: Proceedings of the 3rd conference on Designing interactive systems: processes, practices, methods, and techniques
Publisher: ACM

Full text available: pdf(504.96 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Contextual development differs from traditional user interface development in several ways: It focuses on the context of usage and the user population rather than on the technical features required for interaction. However, the latter come into play ...

Keywords: contextual design, customization, interactive work design, lifecycle management, model-based development, object-oriented modeling, prototyping, seamless development, tools, usability engineering, user-centered system design

12 A distributed computing architecture for simulation and optimization

Yijia Xu, Suvrajeet Sen
December 2005   WSC '05: Proceedings of the 37th conference on Winter simulation
Publisher: Winter Simulation Conference

Full text available: pdf(235.43 KB)   Additional Information: full citation, abstract, references, cited by

We design a generic framework to integrate distributed simulation and optimization models. Many problems require the integration of these two types of models. For example, stochastic programming can use simulation models as a scenario generator for optimization ...

13 Real-time control: the extended use of simulation in evaluating real-time control systems of AGVs and automated material handling systems

Corné Versteegt, Alexander Verbraeck
December 2002   WSC '02: Proceedings of the 34th conference on Winter simulation: exploring new frontiers
Publisher: Winter Simulation Conference

Full text available: pdf(228.65 KB)   Additional Information: full citation, abstract, references, cited by

Control systems for logistic and transport systems are among the most complex control systems in existence. Currently control systems are only fully tested at the shop floor after commissioning. This means a lot of costly failures occur at the startup ...

14 Software development in a hardware simulation environment

Benny Schnaider, Einat Yogev

June 1996   DAC '96: Proceedings of the 33rd annual conference on Design automation

Publisher: ACM

Full text available: pdf(42.68 KB)   Additional Information: full citation, references, cited by, index terms

15 Provably efficient scheduling for languages with fine-grained parallelism

Guy E. Blelloch, Phillip B. Gibbons, Yossi Matias

March 1999   Journal of the ACM (JACM), Volume 46 Issue 2

Publisher: ACM

Full text available: pdf(321.43 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Many high-level parallel programming languages allow for fine-grained parallelism. As in the popular work-time framework for parallel algorithm design, programs written in such languages can express the full parallelism in the program without specifying ...

16 MASCOT: a specification and cosimulation method integrating data and control flow

Per Bjuréus, Axel Jantsch

January 2000   DATE '00: Proceedings of the conference on Design, automation and test in Europe

Publisher: ACM

Full text available: pdf(105.05 KB) Publisher Site   Additional Information: full citation, references, cited by, index terms

17 The transport layer: tutorial and survey

Sami Iren, Paul D. Amer, Phillip T. Conrad
December   ACM Computing Surveys (CSUR),   Volume 31 Issue 4
1999
Publisher: ACM

Full text available: pdf(261.78 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Transport layer protocols provide for end-to-end communication between two or more hosts. This paper presents a tutorial on transport layer concepts and terminology, and a survey of transport layer services and protocols. The transport layer protocol ...

Keywords: TCP/IP networks, congestion control, flow control, transport protocol, transport service

18 Temporally parallel coupling of discrete simulation systems with virtual reality systems

Steffen Strassburger, Thomas Schulze, Marco Lemessi, Gordon D. Rehn
December   WSC '05: Proceedings of the 37th conference on Winter simulation
2005
Publisher: Winter Simulation Conference

Full text available: pdf(288.42 KB)   Additional Information: full citation, abstract, references

The coupling of commercial discrete simulation systems with virtual reality (VR) systems opens new possibilities for the temporal interplay of product and process design. Among the possibilities is establishing *virtual training centers* aimed at ...

19 Random walk based node sampling in self-organizing networks

Ming Zhong, Kai Shen
July   ACM SIGOPS Operating Systems Review,   Volume 40 Issue 3
2006
Publisher: ACM

Full text available: pdf(370.33 KB)   Additional Information: full citation, abstract, references, index terms

Random walk is a means of network node sampling that requires little index maintenance and can function on almost all connected network topologies. With careful guidance, node samples following a desired probability distribution can be generated with ...

20 A multimedia client to the IBM LAN server

Mark Baugher, Steven French, Alan Stephens, Isabel Van Horn
September   MULTIMEDIA '93: Proceedings of the first ACM international conference
1993   on Multimedia
Publisher: ACM
Full text available: pdf(52.83 KB) ps(243.48   Additional Information: full citation, references,
KB)   index terms

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